

Super Smash Bros Melee Trophy/Coin FAQ

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Smash Brothers DX Trophies and Coin FAQ Ver 0.08

All original text @ Ben Wood December 2001

Intro

This FAQ is a resource for those people trying to get all the Trophies that *cannot* be got by picking them up during the game / from the slot machine. It also has a small section on coin collecting. This currently unfinished version of the FAQ may not contain the full list, and many of the names are translated from the Japanese rather than using the official American names, which I will include later.

Coins

For those of you who can understand Japanese, you might want to head to -
<http://game.where-i.net/smashdx/other/coin.html>

This is the best resource site I have found so far for Smash Brothers DX in Japanese, and this specific page lists how his investigation into how you acquire coins was conducted. The basic results of this experiment are as follows -

The number of coins that you receive per battle, definitely in Melee mode, and probably in all modes, 1 player or multi-player (aside from "Race to the Finish"), is determined by the number of times the control stick is "smashed" during that battle

Although this sounds like quite a strange way of working out the coins, the evidence for this theory on the Japanese site is quite convincing, and it also fits in with my personal experience. Obviously CPU "smashes" do not count, but it means all "smashes" of the stick, that is for running and jumping as well as for actually performing the smash attacks. Obviously in a 4-(human)-player melee you are looking at a lot more smashes than anything else, so this probably the best way to build up your coins.

Conditional Trophies

As well as those that you can pick up during the game or get from the slot machine in exchange for coins, there are also Trophies than you can only get by doing certain things during the game. Here is the list as far as I have been able to find myself / from Japanese sources. Please note that this may not be a complete list and some of the methods may be incorrect at this time. Every character has three Trophies - one for finishing Single, one for Adventure and one for All-Star. You can get the All-Star one for using that character 200 times in a Melee battle as well, but that seems like more work unless you are slow unlocking the characters. Either way, that is a tidy 75 to get you started ^-^ and now for the real work....

-Trophy-

-Requirement-

Captain Olimar - Have a "Pikmin" save game on your Memory card
Mach Rider - Finish the game at high speed
Star Ship - Clear Adventure Mode
Wolfen - Clear Adventure Mode ?
Maximum Tomato - Fight approx. 10 Melee
Mute City - A certain amount of Melee time ?
Kureido - Fight approx. 50 Melee battles
Heart (utsuwa) - Fight 100 Melee battles
UFO - Fight 100 Melee battles
Landmaster - Fight 150 Melee battles
Usokkii - Fight 250 Melee battles
Food - Fight 1000 Melee battles
Coin - Fight 100 coin battles
Usagizuki san - Get the training combo hit over 20 ?
Male Wire Frame- Beat 100 Man
Female Wire F. - Beat Endless Melee ?
Male+Female WF - Survive 15 minute men
Sensor Bomb - Clear Event Battle 3
Kuribou - Clear Event Battle 14
Entei - Clear Event Battle 26
Kirby Hat 4 - Get Mr. Game and Watch
Kirby Hat 5 - Clear Event Battle 37
Game and Watch - Clear Event Battle 45
Majura's Mask - Clear Event Battle 47
F. Destination - Clear Event Battle 51
Mr. Sandbag - Get over 300m (1000ft) in Home-run
Paper Mario - Get over 450m (1500ft) in Home-run
Annon - Get over 5000m (16500ft) total score for Homerun
Green Block - Get the highest combo over 10 on training
Lip Stick - Get the highest combo over 20 on training
Marin - Unlock all the secret levels
Maril - Beat 1 enemy on the Cruel Melee ?
Mr. Reset - Beat at least 5 on the Cruel Melee
Lonlon Milk - Get the total time for all characters on break the target
below 25 minutes
Shilf - Get the total time for all characters on break the target
below 12.5 minutes
Target - Clear all the Break the Targets for normal and secret
characters
Battle Field - Clear All Star on any difficulty
Wario - Clear All Star on any difficulty
Giga Bowser - Finish Adventure on Normal or higher without continuing
Master Hand - Finish Standard on Hard or higher without continuing (any
no. of stock)
Crazy Hand - Finish Adventure on Hard or higher without continuing (any
no. of stock)
DK Jnr. - Finish any one 1 player mode with all 25 characters
Tanukichi - Fight 1100 Melee battles ?
Mew - Clear All Star on hard or higher. You can continue.
Selbi - Get Selbi from a Pokeball
Mr. Death - Get all the Special Bonus ?

Notes / Other Stuff

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